

# Global VR-based Telerehabilitation Market 2023 by Company, Regions, Type and Application, Forecast to 2029

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## Abstracts

According to our (Global Info Research) latest study, the global VR-based Telerehabilitation market size was valued at USD million in 2022 and is forecast to a readjusted size of USD million by 2029 with a CAGR of % during review period. The influence of COVID-19 and the Russia-Ukraine War were considered while estimating market sizes.

Virtual reality in telerehabilitation is a method used first in the training of musculoskeletal patients using asynchronous patient data uploading, and an internet video link. Subsequently, therapists using virtual reality-based telerehabilitation prescribe exercise routines via the web which are then accessed and executed by patients through a web browser. Therapists then monitor the patient's progress via the web and modify the therapy asynchronously without real-time interaction or training.

This report is a detailed and comprehensive analysis for global VR-based Telerehabilitation market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2023, are provided.

Key Features:

Global VR-based Telerehabilitation market size and forecasts, in consumption value (\$ Million), 2018-2029

Global VR-based Telerehabilitation market size and forecasts by region and country, in consumption value (\$ Million), 2018-2029

Global VR-based Telerehabilitation market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2018-2029

Global VR-based Telerehabilitation market shares of main players, in revenue (\$ Million), 2018-2023

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for VR-based Telerehabilitation

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global VR-based Telerehabilitation market based on the following parameters - company overview, production, value, price, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include GestureTek Health, Brontes Processing, Motek Medical (DIH Medical Group), Virtualware Group and Motorika, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals, COVID-19 and Russia-Ukraine War Influence.

Market segmentation

VR-based Telerehabilitation market is split by Type and by Application. For the period 2018-2029, the growth among segments provide accurate calculations and forecasts for consumption value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Physical Rehabilitation

Neuro Rehabilitation

Cognitive Rehabilitation

Others

#### Market segment by Application

Hospitals

Care Homes

Home

Others

#### Market segment by players, this report covers

GestureTek Health

Brontes Processing

Motek Medical (DIH Medical Group)

Virtualware Group

Motorika

LiteGait

Mindmaze

Doctor Kinetic

Geminus-Qhom

Rehametrics

Hinge Health

SWORD Health

CoRehab

270 Vision (BPMpathway)

MIRA Rehab

Market segment by regions, regional analysis covers

North America (United States, Canada, and Mexico)

Europe (Germany, France, UK, Russia, Italy, and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia, Australia and Rest of Asia-Pacific)

South America (Brazil, Argentina and Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe VR-based Telerehabilitation product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of VR-based Telerehabilitation, with revenue, gross margin and global market share of VR-based Telerehabilitation from 2018 to 2023.

Chapter 3, the VR-based Telerehabilitation competitive situation, revenue and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and application, with consumption

value and growth rate by Type, application, from 2018 to 2029.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2018 to 2023. and VR-based Telerehabilitation market forecast, by regions, type and application, with consumption value, from 2024 to 2029.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis, and Influence of COVID-19 and Russia-Ukraine War

Chapter 12, the key raw materials and key suppliers, and industry chain of VR-based Telerehabilitation.

Chapter 13, to describe VR-based Telerehabilitation research findings and conclusion.

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